

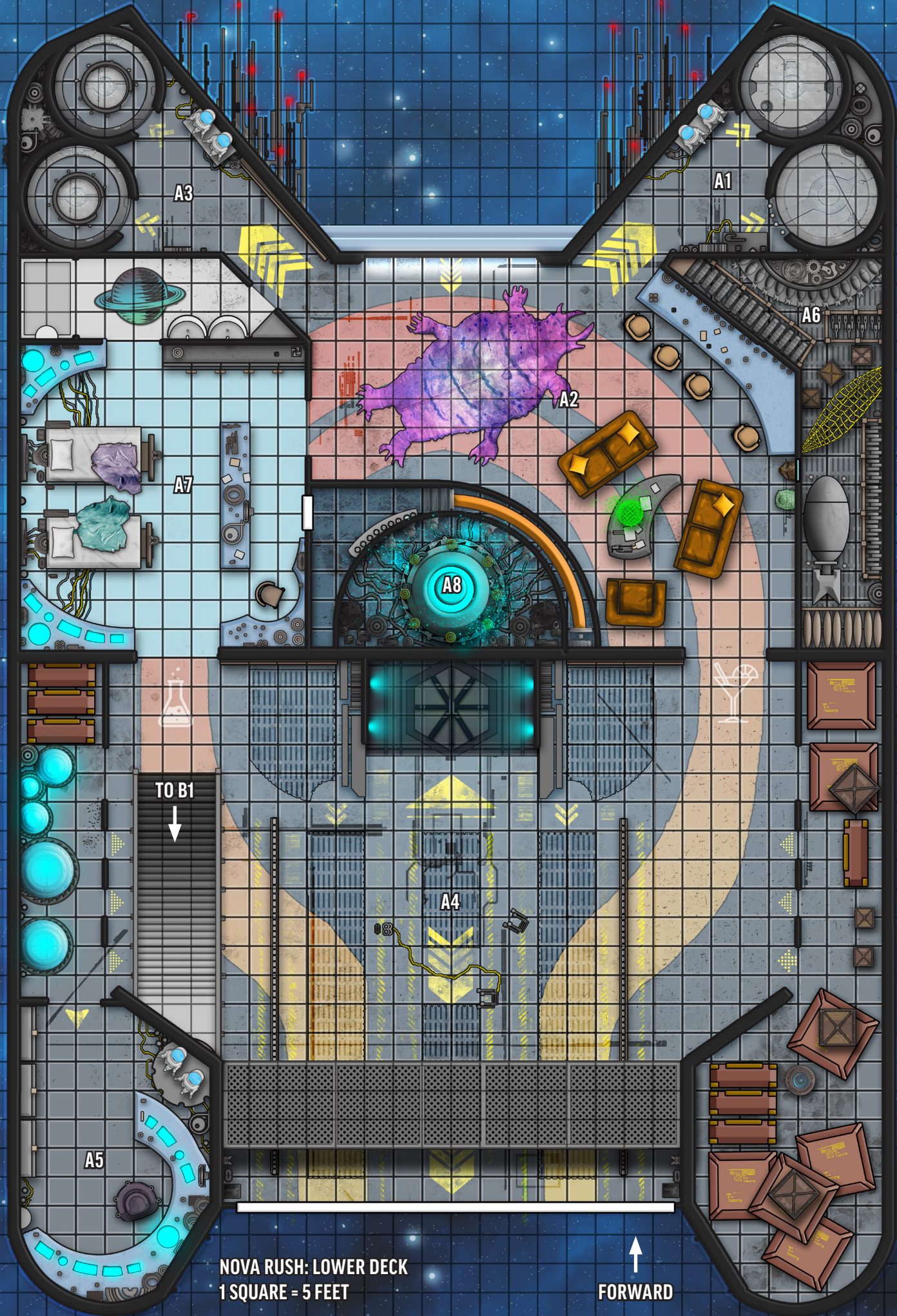
STARFINDER™

SECOND EDITION



Battle for **NOVA RUSH**

BY JESSICA CATALAN



NOVA RUSH: LOWER DECK
1 SQUARE = 5 FEET

↑
FORWARD

STARFINDER

SECOND EDITION

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Battle for **NOVA RUSH**

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Battle for Nova Rush is a Starfinder Second Edition adventure for four 1st-level characters and uses the rules from the upcoming *Starfinder Player Core*. This adventure assumes the players take on the roles of the iconic characters found on pages 8-15 of this book, but players are welcome to build their own characters. The pregenerated characters in this book were built using the Starfinder Second Edition Playtest rules, available as a free PDF from starfinderplaytest.com! For updated iconics using the most recent Starfinder Second Edition rules, visit paizo.com/starfinder.



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BATTLE FOR NOVA RUSH

The starship *Nova Rush* is a sturdy vessel designed for long-distance exploratory missions and interstellar adventure, with ample cargo space, comfortable crew quarters, a well-stocked medical bay, and—of course—a few big guns. Designed to spec for amateur archaeologist **Vidia Vane** (thrill-seeking nonbinary priseni explorer), ownership of the *Nova Rush* recently changed hands after a violent hijacking led by Captain **Phaedra Firestorm** (ambitious female android pirate). Phaedra is a member of the Free Captains, a loose coalition of independent freebooters, pirates, and raiders who operate out of the Diaspora asteroid belt under the rule of the Pirate Council. With the *Nova Rush*'s crew dead or ransomed off for some quick credits, Captain Firestorm passed control of her old junker, the *Split Blade*, to her second in command, **"Darling" Dalyx** (silver-tongued male lashunta freebooter), and settled on the *Nova Rush*—marking the start of her personal fleet.

One member of the *Nova Rush*'s original crew remains aboard: Captain Concierge, the starship's virtual intelligence (VI). Programmed to be a helpful and upbeat onboard assistant and user

interface for the starship's computer systems, Captain Concierge presents as a holographic skittermander and is inseparable from the *Nova Rush*. Captain Concierge despises Captain Firestorm but remains bound by his programming and is unable to defy her.

When the nefarious Corpse Fleet engages *Nova Rush* and the *Split Blade* in a pitched starship battle, drawing the full attention of Captain Firestorm and her crew, a few captives locked in the brig seize their chance at freedom. With a little help from Captain Concierge, it's time for our intrepid heroes to defeat Captain Firestorm, take control of *Nova Rush*, and escape the Corpse Fleet! The battle for *Nova Rush* has begun!

GETTING STARTED

The player characters (PCs) begin the adventure as prisoners, locked away in the brig. The players should start by describing their PCs and determining how they were captured. Were they members of *Nova Rush*'s original crew, scientists abducted from a laboratory in the Diaspora, passengers on another starship Captain Firestorm scuttled, or insubordinate pirates locked up for insolence? It's up to them!

Once introductions are made, read or paraphrase the following aloud to begin the adventure.

Nova Rush would be a nice ship—if you weren't locked in the brig! You were captured by pirates a week ago, and your life since has become a monotonous nightmare. The food's bland, time passes at a crawl, pirates are constantly threatening to hurt you, and you've all got to share a makeshift cell. You know who to blame for your troubles: Captain Phaedra Firestorm! She's been digging into your past, trying to determine if you're worth more alive or dead. Time is running short. You've got to escape!

LOWER DECK

Nova Rush has standard gravity, standard atmosphere, and is brightly lit. The ceilings are 10 feet high, except in the cargo holds (areas **A4** and **B1**) and bridge (area **B5**) where ceilings are 20 feet high. Unless otherwise noted, all doors are closed and unlocked.

The PCs are in a non-functional escape pod converted into a prison cell. The brig (area **A1**) is located on the lower deck, as depicted in the map on the inside front cover of this adventure.



A1. Brig

This brig once held two escape pods. One was jettisoned during the initial attack on *Nova Rush*. Under Captain Firestorm's orders, the second was deactivated and transformed into a prison cell by the ship's mechanic, **Brinn** (bitter agender android engineer). A crosshatched force barrier bars the entrance. Brinn and Captain Firestorm each carry a keycard that unlocks the cell. Across the room (and out of reach), storage cubes hold tools and other sundries, including the PCs' confiscated equipment.

As the adventure begins, Brinn is delivering food to the prisoners. Brinn's clearly irritated—they mutter under their breath, huff loudly, and they're curt with the PCs. If asked what's wrong, Brinn scoffs and crosses their arms. "I'm a starship engineer! Babysitting prisoners and scrubbing toilets isn't in my job description! But the captain's got her favorites, and I'm not one of them."

Brinn represents the PCs' first opportunity to escape. Some of the methods they might attempt are noted below. If the PCs attempt a method not listed, use the examples as guidelines to adjudicate their success.

- **Conversation:** A PC who succeeds at a DC 15 Diplomacy or Deception check convinces Brinn to let them out. Reduce these DCs by 2 if the PCs compliment Brinn, insult Captain Firestorm, or promise to overthrow Captain Firestorm.
- **Threats:** A PC can force Brinn to free them by succeeding at a DC 15 Intimidation check to bully Brinn or a DC 15 Athletics check to grab Brinn through the cell bars. These DCs can't be reduced—Brinn's accustomed to threats and abuse.

- **Trickery:** A PC who succeeds at a DC 15 Thievery check can steal the keycard without Brinn noticing. Reduce the DC by 2 if another PC distracts Brinn by succeeding at a DC 10 Deception, Diplomacy, or Performance check.

If the PCs fail to escape, they can attempt to break out after Brinn leaves by reaching the nearby tools with a successful DC 13 Acrobatics, Athletics, or Crafting check. With the tools, they can attempt a DC 15 Computers, Crafting, or Thievery check to disable or hack the lock, or a DC 17 Athletics check to Force Open the door.

Development: If the PCs gain Brinn's aid, Brinn shows them a smuggling compartment in the floor, tells them to "give Firestorm what she deserves," then leaves them to their own devices. If the PCs escape without Brinn's knowledge, they discover the compartment themselves.

Treasure: The smuggling compartment contains a commercial force field, a commercial phase shield, magboots, and two commercial incendiary grenades.

Once free, the PCs can retrieve their gear from the cabinets, equipping themselves as noted on their character sheets. They also find a hacking toolkit and a commercial infiltrator's toolkit.

We're Under Attack!

After the PCs escape (or fail to escape), the Corpse Fleet attacks *Nova Rush*.

A deafening roar breaks the silence as Nova Rush gives a great lurch. The hull creaks ominously, there's a shout in the distance, and the lights cut out. Another blast strikes the starship's hull, sending it rocking again. The lights flicker back on as a klaxon blares and a woman's voice shouts over the comms, "Battle stations, ya filthy curs! We're under attack!"

If the PCs failed to escape on their own, the attack causes the door of their cell to short circuit, freeing them. They don't find the smuggling compartment.

A2. Rec Room

Moderate 1

This arc-shaped, messy rec room has a bar, comfortable couches bolted to the floor, and the pelt of an alien creature tossed down like a carpet. A window behind the bar overlooks the munitions room, where massive starship bullets are loaded in coils to feed the starship's machine guns. Light from the reactor pours through a curved window toward the rear, casting a light blue glow. Out the forward window, which looks out into space, it's clear the Nova Rush is under attack by multiple starships of jagged bone and sinew. Corpse Fleet raiders! One other starship, a surprisingly fast junker with the name Split Blade on the hull, fights alongside Nova Rush against these skeletal ships.

Each PC can attempt a DC 15 Society check or an applicable DC 13 Lore check (such as Corpse Fleet Lore, Eox Lore, Piracy Lore, or Warfare Lore) to Recall Knowledge about the Corpse Fleet, with the following results.

Critical Success As success, and the PC knows that surrendering to the Corpse Fleet would almost certainly result in death.

Success The Corpse Fleet is a military organization of violent undead renegades who seek to undo the unity of the Pact Worlds and restore their home world, Eox, to power and glory.

Critical Failure The Corpse Fleet is a military organization of undead who attack others on sight, but they'd probably offer mercy to foes who surrender.

Creatures: As the PCs approach the door to either the lower cargo hold (A4) or medical bay (A7), four space pirates rush into the rec room (two through each door). They hurl insults and attack, firing laser pistols and Taking Cover behind the couches or medbay walls and table. If the PCs take similar tactics, the pirates lob grenades behind the PCs' cover, aiming to drive them out. A pirate Strides away if pressed into melee, then fires their pistol and Takes Cover or Strides to a better position. They aim to retreat to the rear of the starship, meaning this battle likely ranges across the lounge, medbay, and cargo hold. When cornered, the pirates use their phase cutlasses. These pirates fight to the death, fearing Captain Firestorm's intolerance for cowardice.



NOVA PIRATE

NOVA PIRATES (4)

CREATURE -1

UNCOMMON SMALL HUMANOID YSOKI

Perception +3; low-light vision

Languages Common, Diasporan, Ysoki

Skills Acrobatics +5, Athletics +3, Intimidation +2, Stealth +5

Str +1, **Dex** +3, **Con** +2, **Int** +0, **Wis** +1, **Cha** +0

Items commercial phase cutlass with 1 commercial battery (10 charges), commercial laser pistol with 2 commercial batteries (10 charges each), commercial estex suit, commercial frag grenades (2), credstick (10 credits)

AC 14; **Fort** +8, **Ref** +5, **Will** +3

HP 8

Speed 25 feet

Melee ✦ phase cutlass +5 (analog, modular [slashing or void], powered), **Damage** 1d6+1 slashing or void

Ranged ✦ laser pistol +7 (expend 2, mag 10, range increment 40 feet, reload 1, tech), **Damage** 1d6 fire

Area Fire ✦ frag grenade (5-foot burst, range 30 feet), **Damage** 1d8 piercing (DC 13 basic Reflex save)

Treasure: There's a *cellular stimulant spell amp* on the bar.

Greetings from the Captain

After the pirates in area A2 are defeated, a holoprojector near the PCs activates, causing a hologram of a smiling blue skittermander in a sailor's hat to appear—it's Captain Concierge!

"Hi nufriends! Wow-ee that was some stellar shooting! I knew you were right for the job!" The holographic skittermander tips its cap. "I'm Captain Concierge, the Nova Rush's incredibly clever virtual intelligence! Think of me as your best pal and a direct connection to the ship. I was made by Vidia Vane—the original owner of this fine starship. But Vidia's not around anymore and I'm not so keen on helping Captain Firestorm. I'd rather help you! So, how about it? Shall we liberate the Nova Rush from pirates and get out of here?"

The PCs may have questions, like the following:

What happened to Vidia Vane? "Captain Firestorm spaced her."

Why are you helping us? "The *Nova Rush* and I are inseparable, but I'm not feeling the change in management, if you catch my drift. Captain Firestorm's going to kill you if you don't kill her first. I say we need a new captain! It's a match made in... well, the Diaspora!"

If you're a VI, don't you have to listen to Captain Firestorm? "My programming forces me to execute her commands, but I have some, shall we say, interpretive freedom. She's a ruthless killer, so I undermine her intent whenever I can. Sadly, she's getting better at phrasing her requests..."

Where are the other pirates? "After the missile launcher got jammed, Captain Firestorm sent some of her crew out onto the bridgeway to repair it. Crane malfunction coupled with a comms

failure took 'em out. Lucky for you! Brinn's not so bad. They're in the munitions room—you've got to crawl through one of the alien heads in the rec room to get there. The rest of the crew is on the bridge with Captain Firestorm. There's also Polly, in the upper cargo hold. She's a snitch, but I kind of like her. She might be useful with the overloading engine, if you can convince her to switch sides."

Sounds like a shoddy ship... "Don't worry, I'm sure it'll operate at peak efficiency under your command!"

If the PCs agree to help, Captain Concierge provides more advice:

"Excellent!" Captain Concierge exclaims with a clap of his holographic hands. "To liberate Nova Rush you'll need to seize the bridge. That's upstairs, at the fore. But we're also under attack! You might wanna fix the overloading engine and the jammed missile launcher if you want a fighting chance. I've gotta turn my attention back to the bridge—lots to do if we're gonna survive! Best of luck!"

The control room is area **A5** and Captain Firestorm's quarters are area **B4a**. The overloading engine is in area **A8** and the jammed missile launcher is accessible via the starboard bridgeway (**B2**, right side). If the PCs want to recruit help, they can find Polly in the upper cargo hold (**B1**) and Brinn in the munitions room (**A6**).

A3. Escape Pods

Launching the escape pods requires a passcode—and it's a terrible idea, given the ongoing battle. If the PCs tamper with the pods, an automated holographic image of Captain Concierge appears on a terminal, wagging a finger. "Nuh-uh-uh! By order of Captain Firestorm, all escape pods are deactivated! I'm ordered to call you a coward and demand you return to your post. Have a stellar day!"

A4. Lower Cargo Hold

The central cargo hold is mostly clear, with the bulk of the cargo stored in the adjoining port and starboard holds. A catwalk with metal guardrails is raised 15 feet above the floor and accessible via ladder. The port stairs lead to the upper deck, and have an industrial, open design and metal guardrail.

Treasure: The cargo hold contains a commercial autograppler, 50 feet of cable line, 50 projectile ammunition, and 5 commercial batteries.

A5. Control Room

This room has windows overlooking the ship's aft and camera displays that monitor the exterior. From here, a PC can control the exterior cargo crane or extend and retract the accordion gangways on the upper hold. A PC who examines the cameras notices the starboard forward missile launcher is jammed but could be repaired by someone standing on the starboard external bridgeway (**B2**).

Treasure: A PC who searches the cabinets discovers a programmer's plushie that looks like Captain Concierge.

A6. Munitions

The munitions room is accessible by crawling through one of the

WE'VE BEEN HIT!

Frequently describe various impacts of the ongoing starship battle—lights flicker, sparks fly from cables, the ship tilts, and pipes burst, spraying steam. At present, these don't have mechanical effects, but they'll worsen in time for the final battle, as noted in area **B5**.

alien heads on the rec room wall (**A2**). The room is crammed with coils of starship-grade munitions that run through the ceiling to feed the machine guns. Brinn lays in a hammock, pointedly ignoring the blaring alarms with headphones. When the PCs enter, Brinn's reaction depends on whether Brinn helped them escape.

If Brinn helped them escape, they sarcastically remark, "Shouldn't you be gutting the captain by now? She's on the bridge."

If Brinn didn't help them escape, they raise an eyebrow and remark, "Look at you, seizing your independence. I won't stand in your way. Now, scram! There's nothing worth stealing here."

Brinn's Aid: Brinn refuses to fight or go onto the bridgeway. They could be convinced to help with the engine or opening locked doors by a PC who succeeds at a DC 14 Deception or Diplomacy check or a DC 16 Intimidation check. If the PCs offer Brinn a bribe worth at least 40 credits, reduce the DCs by 3. Brinn has Computers +7, Crafting +7, and Thievery +7, and can't critically fail an attempt to Aid using these skills.



CAPTAIN CONCIERGE

A7. Medbay

The medbay is well-stocked and has two beds, a worktable, cabinets, and a computer station. It's messy, but the centrifuge, microscope, and other medical devices haven't been used in weeks.

Treasure: The cabinets contain a commercial medkit, two commercial medpatches, and a *bone serum*.

A8. Reactor Access

This cramped room contains the engine and reactor. The reactor is sparking and overloading!

The first time the PCs enter the room, a glitchy-looking Captain Concierge appears, projected from the reactor's control panel, and warns them to be careful. The first time a PC is hurt by the reactor, he remarks (unhelpfully), "Ooh, shocking!"

Repairing the reactor takes 1 minute and requires a PC to succeed at a DC 17 Computers or Crafting check. Each time a PC attempts this check, they take 1d6 electricity damage (DC 15 basic Reflex). If Polly (below) is helping, Polly harmlessly consumes the electricity instead.

Repairs: Repairing the reactor can aid the PCs' escape from the Corpse Fleet at the adventure's end.

UPPER DECK

A map of this deck appears on the inside back cover of the adventure.

B1. Upper Cargo Hold

Trivial 1

The upper cargo hold is empty, with metal grating for a floor. Doors in the port and starboard hull each lead to the external bridgeways (B2). When these doors are opened, an enviro-seal automatically forms over them, preventing decompression of the starship while enabling the passage of physical objects, including people.

Creatures: **Polly** (snarky electrovore) is a serpentine creature who feeds on electricity and currently resides here. Short-tempered and loyal to Captain Firestorm, Polly greets the PCs with threats and a bad attitude. Give the PCs a chance to speak with Polly.

Hazards: Midway through the conversation, or if the PCs attempt to harm Polly, the *Nova Rush* is struck by a blast of life-siphoning energy from a Corpse Fleet starship. This blast plows through the hull, creating a 10-foot-by-10-foot spiritual sinkwell in the center of area B1. Ensure that the hazard targets Polly at least once.

SPIRITUAL SINKWELL

HAZARD 1

UNCOMMON COMPLEX HAUNT MAGICAL

Stealth +13 (trained)

Description A necromantic sinkwell siphons creatures' life essence.

Disable DC 16 Arcana, Occultism, or Religion (trained) to safely disperse the void energy, DC 18 Athletics or Thievery (trained) to sabotage the sinkwell; three total successes are required.

Soul-Draining Wave (spirit, void) **Trigger** A necromantic energy cannon hits *Nova Rush*; **Effect** Spiritual energy assails the cargo

hold, dealing 1d6+3 spirit damage to creatures in area B1 (DC 18 basic Fortitude). The haunt sprouts several tentacle-like void lashes and rolls initiative.

Routine (5 actions) The haunt makes two void lash Strikes against targets it hasn't yet grabbed, then Grabs each creature it hit, with no multiple attack penalty. It automatically pulls grabbed creatures 5 feet toward its center, then deals 1d6+3 spirit damage (DC 18 basic Fortitude) to creatures within 10 feet of its center. Creatures that critically fail are drained 1.

Ranged ♦ void lash +9 (range 40 feet), **Damage** 1d6+3 void plus Grab (+9 Athletics)

Reset The haunt deactivates after 1 minute and does not reactivate.



POLLY

If the PCs flee the haunt, Polly is killed. If they disable it, Polly remarks, "Guess I owe you one!" Polly agrees to let the PCs to pass without ratting them out. If asked, Polly helps the PCs with the overloading reactor. Polly refuses to help fight, claiming, "Whoa, I owe you one, not a dozen! I'm not risking these beautiful scales!"

B2. Bridgeway

There's no oxygen or gravity on the external bridgeways. PCs who activate their armor's environmental protections can safely breathe in a vacuum. PCs wearing magboots can activate them as a single action to walk normally on the bridgeway. Otherwise, the PCs need to use the guardrail or cable line to avoid drifting into space.

A PC on the starboard bridgeway can move to the fore and repair the jammed missile launcher, which takes 1 minute and requires a PC to succeed at a DC 15 Acrobatics, Athletics, or Crafting check.

Repairs: Unjamming the missile launcher can aid the PCs' escape from the Corpse Fleet at the adventure's end.

B3. Mess

The kitchen uses the reactor core's exposed tubing in the rear wall as a heat source for cooking. There's a Y-shaped table in the room's center and a coffee bar and cereal bar at the forward ends.

B4. Bedrooms

Two of these rooms are private bedrooms—one is used by Captain Firestorm (B4a) and the second is unoccupied (B4b). The others (B4c and B4d) each have two bunk beds. Captain Firestorm's room is locked, requiring two successful DC 15 Thievery checks to access.

Treasure: If the PCs access Captain Firestorm's room, they discover Vidia's commercial holoskin and tactical arc pistol.

B5. Bridge

Moderate 1

The rear of the bridge is raised a few feet above the fore. A holographic map and multiple computer consoles are at the rear, as is the airlock to the starboard missile launcher. At the fore, there's a pilot's chair and gunnery bay.

Creatures: Captain Firestorm stands toward the fore. She snarls a challenge when she sees the PCs: "You scum dare challenge me?! This ship is mine! But I'm happy to splatter the walls with your blood!" She fights in melee with Vitriolic Swing and grindblade Strikes, plus Kill Steal whenever possible. She's accompanied by two space pirates, one in the gunnery bay, and one standing by a console. They attack from range, switching to melee if the PCs close in. Captain Firestorm flees when reduced to 10 Hit Points or fewer, aiming to fly an escape pod to the *Split Blade*. Her lackeys fight to the death or, if Captain Firestorm is defeated, they surrender when reduced to 4 Hit Points or fewer.

A third pirate, currently piloting *Nova Rush*, is not a combatant—they call for mercy if attacked. When Captain Firestorm and her lackeys are defeated, the pilot gives up the controls to a PC, pointedly calling them "captain."

CAPTAIN PHAEDRA FIRESTORM

CREATURE 2

UNIQUE MEDIUM ANDROID HUMANOID

Perception +5; darkvision (with visor), low-light vision

Languages Common, Diasporan, Ysoki

Skills Acrobatics +5, Athletics +7, Deception +9, Intimidation +9, Piloting +5, Piracy Lore +4, Thievery +5

Str +3, **Dex** +1, **Con** +2, **Int** +0, **Wis** +1, **Cha** +3

Items commercial grindblade, 2 commercial semi-auto pistols with 10 ammunition each, commercial armored coat (darkvision visor), credstick (100 credits)

AC 17; **Fort** +10, **Ref** +5, **Will** +7

HP 40

Kill Steal **Trigger** An ally successfully Strikes a foe who Phaedra can see and is within 30 feet of her; **Effect** Phaedra makes a ranged Strike against the foe damaged by the triggering Strike.

Speed 25 feet

Melee **grindblade** +11 (analog, fatal d12), **Damage** 1d8+3 slashing

Ranged **semi-auto pistol** +9 (analog, expend 1, mag 5, range increment 60 feet, reload 1), **Damage** 1d6 piercing

Vitriolic Swing **Frequency** once per round; **Effect** Captain Firestorm spits a cutting insult at an adjacent foe, attempting either a Deception check to Feint or an Intimidation check to Demoralize them. Then, she makes a melee Strike against that creature. If the Feint or Demoralize was successful, her Strike deals an additional 1d4 mental damage.

NOVA PIRATES (2)

CREATURE -1

Page 4

Initiative Perception +3

Battle Damage: At the start of each round of combat, the ongoing starship battle causes a random effect from among the following.

- Sparks emit from one random console or panel, dealing 1d6 electricity damage in a 10-foot emanation (DC 14 basic Reflex).
- A pipe sprays steam into either the fore or rear of the bridge. Creatures in the area are concealed until the end of the round.
- Violent motion knocks each non-seated creature prone (DC 14 Reflex negates).

- Captain Concierge emits a hologram into Captain Firestorm's face, making her off-guard until the end of the round.

CONCLUSION

The PCs can access Captain Concierge's full capabilities and escape! Each PC must attempt a DC 15 check with any skill that could be helpful in escaping the Corpse Fleet. At least one PC must use Piloting. One PC (or two, if the missile launcher was repaired) can act as gunners and use a ranged Strike in place of a skill check. Each PC gains a +1 circumstance bonus if Brinn or Polly assists the group. Reduce the DCs by 1 if the PCs repaired the reactor. If at least half the PCs succeed, they escape without sustaining further damage; otherwise, *Nova Rush* is severely damaged in the escape.

Captain Concierge chimes in, asking the PCs where they'd like to go—*Nova Rush* is theirs, and the future is in their hands!



PHAEDRA FIRESTORM

CHK CHK

Chk Chk (he/him), formally named Chkoresk, is no stranger to the galaxy's perils. Before a dangerous adventure nearly resulted in Chk Chk's death, his father Keskodai was a traveling priest of Pharsma. Keskodai carried baby Chk Chk in a fortified cradle-jar while out adventuring, and Keskodai's adventures and beliefs had a profound impact on the larval Chk Chk. The aesthetics and rituals of Pharsma's faith awed young Chk Chk. As he grew older, he practiced his father's faith but felt a restless yearning for something different—Chk Chk's questioning mirrored his father's adolescent rebellion many

years ago. As Chk Chk stood on the cusp of self-discovery, the universe provided a brutal catalyst that would change his life forever.

Chk Chk was sipping a cappuccino and shopping at the local market when Aucturn exploded. He heard the screams of his friends and neighbors as every telepath under the Fullbright sun suddenly lost control of their psychic projections, their intrusive thoughts and destructive impulses becoming public as a mysterious psychic contagion spread.

Panicked, Chk Chk prayed to the Lady of Graves, but couldn't recall the sacred words. Keskodai burst into the shop and Chk Chk felt his father's painful memories of almost losing Chk Chk, and his dread at seeing their neighbors wracked by fear and pain. Instead of resisting, Chk Chk embraced the emotions. As the pain washed over him, he mentally composed a poem. When someone tore the shop's roof off, the harsh sun brought Chk Chk's shadow into sharp relief. His shadow spread, growing into tendrils that protected him and his father from the glaring sun. Chk Chk spoke another stanza, and soothing shadowy arms wrapped around his panicking neighbors. Thanks to Chk Chk's unconventional prayer, the chaos calmed as quickly as it began.

That's when Chk Chk realized there's more to the soul's journey than life and death. Destruction and creation, pain and healing, light and shadow—these dichotomies exist in every spirit. Chk Chk stayed up night after night studying philosophy, listening to music, and writing poetry in his sacred journal, driven to compose a pure expression of the beauty of contradicting unity.

Chk Chk broke his social isolation to join a group of artists he met at a nonstop cafe in Takoris. At first, Chk Chk got a job as a barista so he could attend the meetings without attracting attention. As he improved his skills at writing dark poetry and brewing dark roast (both topped with colorful sprinkles), Chk Chk gradually became the spiritual glue holding the group of misfit artists together.

One night during a midnight jam, the group had a religious experience, feeling a surge of bliss as Zon-Shelyn embraced them and their work. Zon-Shelyn called on Chk Chk to become their minister by nurturing creativity and creating a safe space for artists to gather. The tiny cafe was consecrated as one of Zon-Shelyn's first temples (they still serve coffee), but Chk Chk was inspired by the idea of ministering in a new place, feeling the same wanderlust as his father before him. With his father's letter of recommendation in one hand and his poetry journal in the other, Chk Chk got an internship with the Starfinder Society at the busy Lorespire Complex.

Being on Absalom Station expanded his social horizons, too; it's where he met his best friend Dae, at a pop-up dance party in the Vesk Quarter. The pair bonded



the first time they met. Dae's performance inspired Chk Chk to write a poem. The poem didn't do the dance justice, so Chk Chk tore the page from his notebook and threw it away, but Dae found the discarded poem, read it, and confronted its moody author. Now Chk Chk always wears the friendship bracelet Dae gave him. Since meeting Dae, Chk Chk's opened up about sharing his art with others.

Playing Chk Chk

Chk Chk is a mystic, a spellcaster who heals allies and blasts enemies using power drawn from the invisible bonds uniting everything in the universe. Chk Chk worships Zon-Shelyn, a deity who teaches that art and pain are related, whether you're creating art from your own pain or meditating on the pains inherent in the process of creating something beautiful.

- Chk Chk can be a bit morbid at times and loves grim poetry. But he's always there to lift his companions' spirits with a *motivating ringtone* or a listening ear.
- Chk Chk always knows the general distance and direction toward the other player characters, as they're all part of his mystic bond. This is especially useful if someone like Dae runs off to do something brave and gets separated from the rest of the party.

Combat

Chk Chk uses his mystic bond to keep track of his allies and their state of being. When Chk Chk rolls initiative, he adds +2 from his holy talisman. Chk Chk first activates *Rebellious Defiance* against the enemy he judges to be most dangerous. Chk Chk casts spells to harm enemies or help his allies, then *Transfers Vitality* when an ally is seriously injured. Chk Chk follows up his spells with a shot from his arc pistol or takes his painglaive into melee to flank with his best friend Dae.

Exploration Mode

Chk Chk *Avoids Notice*, listening to music or recording poetry on his comm unit (these actions count as activating his holy talisman when he rolls initiative). Chk Chk can use *detect magic* to look for magic items, or *Avoid Notice* if the situation seems especially dangerous.

Healing

If Chk Chk or his friends are injured, he can cast *heal* or use *Transfer Vitality* to heal them. With their divine healing powers, Chk Chk is the most capable healer in the group.

Other Characters

Dae, Iseph, and Navasi (or the other player characters, if the players create their own) are in Chk Chk's mystic bond. Chk Chk only lets members of his mystic bond call him Chkoresk, and usually prefers Chk Chk. After all, Chkoresk is the full name his family used when discussing serious or unpleasant matters.

Dae

Chk Chk met Dae at a pop-up dance party on Absalom Station. The pair felt an immediate kinship, and they've been best friends ever since. Dae encouraged Chk Chk to open up about sharing his moody art; Chk Chk always wears the friendship bracelet Dae gave him. They're inseparable.

Iseph

Chk Chk appreciates Iseph's counterculture vibes, but Iseph occasionally lacks the emotional capacity to appreciate Chk Chk's deepest, darkest poems. Chk Chk is used to keeping up a running conversation, but Iseph isn't always so willing to chat.

Navasi

Navasi's got a knack for understanding who people really are, and that includes Chk Chk. It's awesome that she always knows the right thing to say to get someone in a better headspace, but sometimes the risks she takes put her companions in more danger than Chk Chk prefers.

CHK CHK

UNIQUE MEDIUM HUMANOID SHIRREN

Male shirren mystic 1 (*Starfinder Player Core*)

Heritage defiant

Background disciple

Perception +7

Languages Common, Shadowtongue, Shirren, Vercite; limited telepathy 30 feet

Skills Crafting +4, Deception +2, Medicine +7, Nature +7, Religion +7, Stealth +5, Zon-Shelyn Lore +4

Str +1, **Dex** +2, **Con** +2, **Int** +1, **Wis** +4, **Cha** -1

Items comm unit, commercial arc pistol (10 projectile ammunition), commercial medkit, commercial microcord armor, commercial painglaive (1 commercial battery), commercial repair toolkit, poetry journal (holy talisman), credstick (0 credits)

AC 17; **Fort** +5, **Ref** +5, **Will** +9

HP 20

Speed 25 feet

Melee ✦ painglaive +4 (boost 1d4, powered, reach, tech), **Damage** 1d10+1 slashing

Ranged ✦ arc pistol +5 (arc, expend 2, mag 10, range increment 30 feet, reload 1, tech), **Damage** 1d4 electricity

Divine Spontaneous Spells DC 17, attack +7; **1st (3 slots)** *grim tendrils*, *heal*, *motivating ringtone*; **Cantrips (1st)** *detect magic*, *eldritch lance*, *figment*, *guidance*, *void warp*

Epiphany Spells 1 Focus Point, DC 17; **1st** *shadow snap*

Rebellious Defiance ✦

Transfer Vitality ✦

Other Abilities connection (shadow), mystic bond, vitality network (10 HP)

Ancestry Feat Unconventional Weaponry (painglaive)

Skill Feats Holy Talisman

DAE

Dae (they/them) is a sparkly celebrity from Pulonis, the pahtra home world that recently rebelled against the Veskarium and joined the Pact Worlds. Born last in a large litter from a remote agrarian village, Dae has always loved to make a dramatic entrance, and their birth was no exception. A magnetic storm raged over Pulonis during Dae's birth, and coils of lavender, rose, and golden light fractured the sky over their village in slow, chaotic waves, shutting down power in every household and scrambling comms as tech infrastructure suddenly failed—a disaster for a pahtra ending a long labor by delivering a runt the midwife thought might be stillborn.



Dae asked elders about it later, and they said the storm was Meyel tearing the sky apart as she danced for joy. Dae fought through the storm of the century to live, dragging a souvenir of the event with them: a tiny orb of starfire that blazed like a miniature sun.

Dae is a solarian. At the time of their birth, they miraculously manifested a stellar mote. At first, Dae's family believed they'd imagined seeing it, as the mote was a speck and appeared for only a second; it was surely a trick of the light. Then the spark emerged when Dae cried out in hunger, or flared into being when the baby woke up alone in their cradle. Somehow, it could never be captured on video, even when everybody thought they had seen it.

Dae's mote became more stable as they grew. Soon they learned how to command it, shaping it into armaments: a dazzling sword of starlight, a flaming ribbon, a shield made from the aurora they were born under. As Dae practiced forging their mote into new shapes, they discovered its attunement with gravitic energies. Cycling between these extremes helped them keep control of the reckless stunts they performed, using their mote as an anchor to keep balance or as a flashlight to see down dark tunnels.

Dae is a famous performer, and they have wanted to be seen from the moment they arrived in the world. From dancing to executing dangerous stunts and elaborate dramatic scenes, Dae has always been down for whatever it takes to draw a crowd. Showing off was always the norm for them (their aunties and littermates could tell you some wild stories), and they grew up performing at local cultural festivals and winning awards at regional talent shows.

For a long time, Dae uploaded their vids for a small but loyal following on local infospheres. Then serendipity—or Meyel herself—struck again: they met Miiyu, a pahtra celebrity pop star. Scrambling to dodge the paparazzi, Miiyu ducked into a local cafe, ran for the back door, and nearly smacked right into Dae, who was performing a stunt in the cafe's back alley in view of their live-recording camera drone. After recovering, clocking the live feed, and seeing Dae's dance moves, Miiyu invited them to costar in a music video. The video was a hit, and Dae later joined Miiyu as a backup dancer for her sold-out world tour.

Miiyu's no-strings-attached endorsement boosted Dae's career. But that was months ago, and Dae's only just begun to shine. Next up, they want to see the galaxy outside the Veskarium. They've used their pay from Miiyu's tour to book their own personal "tour" to the Pact Worlds system, starting with the space station at the center of the galaxy.

Now, Dae's a rising star hoping to do fame their way. They're not looking to line the pockets of some greedy exec or get tied down with fine print; they care about putting on a show and exploring the galaxy, which is why they vibe so well with Chk Chk. The pair became best friends almost instantly, getting to know each other better as interns working for the Starfinder Society. They've even traded friendship bracelets (Dae wears theirs every day) and frequently chat using Chk Chk's telepathy.

Playing Dae

Dae is free-spirited and competitive, but also a deeply loyal friend. They're proud of their accomplishments and fame, and they like people to know how great they are—Dae doesn't mind making people jealous. In battle, Dae's movements are much like their moves on the dance floor, and their tricks with their stellar battle ribbon are a sight to behold.

- Dae is much more dangerous in melee than from a distance, so they tend to stick to the front lines and close quickly with enemies. Stellar Rush is a great way to close the gap, and enemies don't usually expect it!
- Sometimes Dae has a hard time deciding whether to play it safe or do something that's super dangerous (but also looks super cool). Their boldness means they might end up pursuing an enemy into dangerous territory or entering melee combat before their allies are ready!

Combat

First, Dae Attunes if they haven't already, choosing photon attunement to deal fire damage to enemies or graviton attunement to slow enemies down. Photon is their favored attunement, so they begin combat photon-attuned by default. Dae fights up close with their solar weapon (a super cool-looking battle ribbon) and uses Solar Shot or their pistol against distant targets while they work on closing into melee range. Dae uses Stellar Rush to close the gap, and Supernova to blast groups of enemies. In general, the best target is whichever one Navasi calls out!

Exploration Mode

Dae controls their attunement while exploring, favoring photon mode. When allies attempt skill checks to Avoid Notice, Scout, or other activities, Dae's Competitive Spirit allows them to copy their allies, sometimes one-upping the person who made the original check! Dae's capabilities in melee combat, and their ability to see in the dark, make them an excellent choice to stand in front while the party explores a new area.

Healing

Dae carries two medpatches for healing in a pinch, but their preferred method of healing is to rely on their best friend Chk Chk! It's best to stay in line of sight so Chk Chk can heal Dae quickly.

Other Characters

Dae likes chatting with their companions, especially Chk Chk, but Iseph and Navasi are fun, too. While Dae's competitiveness means they frequently try to one-up their allies, they're aware of their friends' strengths and weaknesses, and they know that life-or-death situations aren't always the best time for friendly competition.

Chk Chk

Dae and Chk Chk like to keep up a conversation, whether over comm units or through Chk Chk's short-range telepathy. They're

best friends, and sometimes they can communicate with little more than a shared look.

Iseph

Dae appreciates that Iseph is so supportive of pahtras' fight for independence against the Veskarium—and of underdogs in general. Of Dae's current allies, Iseph is the other most capable combatant, and Dae likes challenging Iseph to see who can get off the most effective hits in a fight.

Navasi

The group's natural leader, Navasi, also supports freedom for all, and encourages Dae to be the best they can be, whether on the battlefield or the dance floor. She's great, if a little too serious at times! When Navasi calls out a target in battle, Dae does their best to listen, but sometimes a more exciting opportunity presents itself.

DAE

UNIQUE MEDIUM HUMANOID PAHTRA

Nonbinary pahtra solarian 1 (*Starfinder Player Core*)

Heritage Meyel's chosen

Background icon

Perception +5; darkvision

Languages Common, Pahtra, Vesk

Skills Acrobatics +5, Athletics +7, Deception +5, Diplomacy +5, Media Lore +3, Performance +5, Society +3

Str +4, **Dex** +2, **Con** +1, **Int** +0, **Wis** +0, **Cha** +2

Items comm unit, commercial hardlight series, commercial medpatch (2), commercial semi-auto pistol (10 projectile ammunition), credstick (0 credits)

AC 18; **Fort** +4, **Ref** +7, **Will** +5

HP 19

Nimbus Surge ↻

Speed 25 feet

Melee ✦ solar weapon (graviton-attuned) +7 (reach), **Damage** 1d8+4 piercing

Melee ✦ solar weapon (photon-attuned) +7 (light, reach), **Damage** 1d8+4 piercing plus 1 fire

Ranged ✦ semi-auto pistol +5 (analog, expend 1, mag 5, range increment 60 feet, reload 1), **Damage** 1d6 piercing

Ranged ✦ solar shot (graviton-attuned) +5 (range 15 feet), **Damage** 1d8+4 bludgeoning

Ranged ✦ solar shot (photon-attuned) +5 (light, range 30 feet), **Damage** 1d6+4 fire

Attune ✦

Stellar Rush ✦✦

Supernova ✦✦ DC 17

Other Abilities solarian arrangement (radiant), solar manifestations, stellar attunement

Ancestry Feat Competitive Spirit

Class Feats Stellar Rush

Skill Feats Sparkling Performance

ISEPH

Iseph (they/them) woke up in a renewal crèche in an empty building. Nearby, they found a discarded pen and a hastily written note: *Run. Hide. Retaliate. Beware the mark.* Next to the words was a drawing of a symbol, identical to the mysterious design branded on Iseph's chest. A disoriented Iseph was shocked to discover that the handwriting on the note perfectly matched their own.

Iseph headed out in search of answers. They soon learned that the abandoned building was located on the machine world of Aballon. With only basic knowledge of the world they'd just been born into—an entire planet forged into neon-lit megaplex

super-cities by robotic creatures known as anacites—Iseph did as the note instructed and disappeared into the planet's bustling android population. The note and its meaning plagued them. Who had worn their body before them? Why were they running—and who were they running from? Who, if anyone, could they count among their friends, or among their enemies? What was the strange symbol? Eventually, Iseph began making clandestine inquiries on the planet's infosphere. Their searches failed, yet in curious ways, as if someone was monitoring and redacting the information even as they searched, dooming their efforts to fail before they even got started. Worse, Iseph had a feeling of being watched, sometimes seeing faces in the crowds that were strangely familiar.

Finally, Iseph found someone who claimed to have the information they sought. However, when Iseph went to meet this individual, their contact was slain in a devastating bombing that leveled not only the tavern where they met, but the entire surrounding city block.

The attack was clearly meant for Iseph. Not knowing who to trust, they fled to the Diaspora. There they joined up with the Android Abolitionist Front, becoming a black ops specialist until a disagreement with their handler led them to go independent. Today, Iseph hires on with freelancer crews as an elite pilot specializing in dangerous transport or exploratory missions. Sometimes those jobs require a little bit of hacking, spying, and infiltration, not to mention the expenditure of a bullet or two. Iseph doesn't mind—that lets them charge extra.

Iseph's paranoia about whoever is hunting them—be that mysterious enemies, treacherous friends, or former targets—makes them something of a loner. They desperately crave the true companionship that comes from mutual trust, and they're fiercely loyal to those few who prove themselves. From their days on Aballon and their later experiences as an android in a largely biological society, Iseph rejects many aspects of mainstream Pact Worlds culture, and is highly tolerant of peoples and cultures from across the galaxy—as long as they're tolerant as well.

Iseph believes the ends often justify the means, yet strives to only take on jobs that align with their morals. An initial focus on android rights has broadened into a tendency to identify with underdogs everywhere, no matter how alien, and to lean toward missions that undermine oppression. While Iseph doesn't freely admit it, they often charge less for a job, or find a way to do “accidentally” do it for free, if it means helping out some underdogs or thwarting an oppressive group.

Iseph finds the most joy in piloting ships and vehicles of all kinds, especially if they can fly a bit fast and reckless (much to the chagrin of their passengers). While especially dangerous fights can give them similar thrills, they tend to enter a more relaxed and focused state when guns are drawn. Iseph's infiltration abilities remain as sharp as they ever were, and they don't object to pulling out their firearms when their companions' survival is on the line—or when the cause is just.



Playing Iseph

Whether in a gunfight, piloting a starship, sneaking out of danger, or hacking a computer, Iseph is cool and collected. Sometimes, when they're doing something they're good at, Iseph can be a bit overconfident, pushing a starship too hard or getting too close to an enemy in order to line up the perfect shot. They try to stay aware of their allies' positions at all times so nobody gets caught in an awkward spot, or a situation they can't retreat from, if the outcome starts looking grim.

- Iseph is very thorough and always checks areas for hidden gear, secret passages, or unknown threats.
- Iseph is a bit paranoid, and slow to trust anyone, but they're fiercely loyal to their current companions.

Combat

Iseph is the most skilled member of the party when it comes to shooting things with guns; they take care to stay in cover whenever possible, reloading on the move when they need to find a better position.

Iseph gains an additional +1 circumstance bonus to Perception checks made as initiative rolls and a +2 circumstance bonus to Piloting checks made as initiative rolls.

Iseph might delay their turn until Navasi gives a directive or use Mobile Aim to get into position while aiming at an enemy. Iseph Aims before shooting, using Mobile Reload to reposition when they need to reload. Iseph's Strikes with one-handed ranged weapons don't trigger reactions that are triggered by a ranged attack. Iseph stays alert for enemies using actions that trigger their Hair Trigger reaction, which helps them keep the upper hand and prevent enemies from repositioning.

When under heavy fire, Iseph seeks cover and activates their force field, then tries to take down whichever enemy is hitting the hardest—the best defense is a good (but careful) offense.

Exploration Mode

Iseph usually Avoids Notice, but they might also Scout ahead of their allies or watch their backs. Iseph can use Computers to Disable a Device or Hack a system using any computer, comm unit, or terminal instead of a hacking toolkit.

Healing

Iseph doesn't have any healing items at present, so they're on the lookout for things like medpatches. They have a force field upgrade in their armor, which can absorb a hit or two; if it doesn't take too much damage and shut down, it regenerates over time. Of course, the best type of healing item is one you never need, so Iseph always watches their back and tries to stay in cover.

Other Characters

It takes a long time for Iseph to trust others, especially in life-or-death situations, and their current companions were no exception. But they've been through a lot together in a short time, and Iseph

trusts them more than just about anybody else. Besides, with the Corpse Fleet bearing down on *Nova Rush*, what other choice do they have?

Chk Chk

It's a bit hard to understanding the deeper meaning of the brooding mystic's poetry and teachings sometimes, but Chk Chk is a reliable friend and has gotten Iseph out of danger on multiple occasions.

Dae

They like to show off, and while that can be annoying, it always draws a lot of attention off Iseph, so they can't complain! Besides, Iseph doesn't mind an extra opportunity to show off their superior shooting skills from time to time.

Navasi

It's good to have someone else around who's comfortable giving orders; that gives Iseph more space to prioritize and focus on the task at hand. It's almost always best to follow Navasi's lead.

ISEPH

UNIQUE MEDIUM ANDROID HUMANOID

Nonbinary android operative 1 (*Starfinder Player Core*)

Heritage mod fanatic

Background hacker

Perception +7; low-light vision

Languages Common, Vercite, Vesk

Skills Acrobatics +7, Athletics +4, Computers +4, Infosphere Lore +4, Piloting +7, Stealth +7, Thievery +7

Str +1, **Dex** +4, **Con** +2, **Int** +1, **Wis** +2, **Cha** -1

Items comm unit, commercial dermal plating, commercial force field, commercial incendiary grenade, commercial infiltrator's toolkit, commercial second skin, commercial semi-auto pistol (20 projectile rounds), commercial zero knife (1 battery), credstick (5 credits)

AC 18; **Fort** +5, **Ref** +9, **Will** +7

HP 18

Hair Trigger ↻

Speed 25 feet

Melee ✦ zero knife +7 (agile, finesse, powered, tech), **Damage** 1d4+1 cold

Ranged ✦ semi-auto pistol +9 (analog, expend 1, mag 5, range increment 60 feet, reload 1), **Damage** 1d6 piercing

Area Fire ✦ incendiary grenade (5-foot burst, range 30 feet), **Damage** 1d8 fire (DC 17 basic Reflex save)

Aim ✦

Raise Force Field ✦

Other Abilities constructed, emotionally unaware, mobile reload, operative's specialization (skirmisher)

Ancestry Feat Quickened Processor

Class Feats Mobile Aim

Skill Feats Phreaker

NAVASI

Born into a wealthy family on Absalom Station, the envoy who calls herself Navasi (she/her) quickly grew dissatisfied with her high society life and began to dream of stealing the affluent's unearned wealth and giving it to those in need. She eventually snuck away to the Diaspora, where she took up a life of piracy. Her poverty gave Navasi little choice in the jobs she took and her guild masters forced her to steal from the fortunate and unfortunate alike. A few years living a hard life on rundown ships showed Navasi how much of her former life she'd taken for granted; if she wanted to take care of others, she first needed to take care of herself. She quickly gained a reputation among her crew as the



best fast-talker and face around, spinning her bold plans and wits into big paydays.

That all changed when she met another rebellious young woman and fell in love. Together, they sought to pull a fast one on Navasi's bosses, sabotaging an attempt to knock over a medship full of supplies bound for Absalom Station. In the ensuing ambush, Navasi's companion sacrificed herself to save Navasi's life, giving the young envoy a chance to flee the Diaspora. As she made her way back to Absalom Station with the medship, knowing that neither the pirates nor her spurned family would ever stop looking for her, she forsook both of her former lives and took the name of her fallen love—Navasi—swearing that henceforth she'd carry on the fight they'd started together, stealing only from those who deserved it and putting her finger in the eye of all who thrive on exploitation.

Today, Navasi has a reputation as a talented freelance captain, though her friends sometimes point out that carrying such a reputation might not be wise for someone with a price on their head. Navasi has a talent for assembling crews for jobs of all kinds, from planetary scouting, private security, and specimen retrieval to the "redistribution" of goods. She's careful about what sorts of jobs she and her friends take on. Navasi knows the value of earning credits, especially with talented friends to pay, but she still believes in freedom for all beings, spreading wealth, and giving plutocrats what they deserve. Navasi takes pride in making ends meet for her crew, though they complain from time to time when she empties her pockets for those in need, rather than taking her own fair share. Navasi is a scoundrel, a fast-talker, and a brilliant negotiator; she's happiest when the stakes are high and lives hang in the balance, as that's when people—friends and foes alike—show you who they really are.

Above all, Navasi knows that no one is ever completely who they appear to be on the surface. To truly know someone, watch what they do when the guns are loaded, the chips are down, and there's no other option but to trust them with your life.

Playing Navasi

Navasi is an envoy, a spunky leader whose directives grant bonuses to their teammates. Navasi keeps tabs on assets, enemies, or people of interest who she studies closely (granting more bonuses).

- Navasi makes a point of knowing her team and their capabilities well; she trusts them to get the job done, and she supports them in doing it as best they can.
- Navasi hasn't divulged much of her past, even to her current friends, so some of them think she's a bit aloof or serious—but, in some ways, that helps her be a better leader for them.

Combat

Navasi uses Get 'Em! to pick a target for her team. Her typical turn starts with giving a directive, then leading by example if she can, following up with Acquire Asset, Intimidating Shot, or Take Cover.

Exploration Mode

Navasi is a team player. Left to her own devices, she goes in guns blazing at the front of the group, Scouting ahead for danger or Searching for hazards, but if others in the group are Avoiding Notice, she does so as well. When she has some time and a target in mind, Navasi uses Size Up to make them her asset. At some point during this adventure, it's likely that Navasi might try to acquire her captor, Captain Firestorm, as an asset.

Healing

Navasi can use Watch Out! to protect allies from attacks every round, but she's only got one medpatch at the moment, so she usually encourages her team to protect Chk Chk, the party's best healer. She takes whatever healing items she can find, but she prioritizes giving them to injured teammates who need to be on the front lines.

Other Characters

Whether she's considering their personalities, skills, or even their equipment, Navasi tends to view her companions not only as individuals, but as part of a cohesive team. This is especially true in tense survival situations—such as battling space pirates and escaping from the Corpse Fleet!

Chk Chk

His insights are often on the darker side, but he knows what he's talking about, and his mystical powers are potent. His mystic bond and telepathic powers are a boon to the group's cohesion.

Dae

They like being the center of attention, so let's make sure they get plenty of opportunities to be in the spotlight. Dae is at their best when they've got the right balance of thrills and challenges—not too easy, and not too hard.

Iseph

They're sometimes a bit of an enigma, but that's relatable. They're the most talented member of the party when it comes to shooting, piloting, and hacking; Iseph appreciates being given the opportunity to use their skills.

NAVASI

UNIQUE MEDIUM HUMAN HUMANOID

Female human envoy 1 (*Starfinder Player Core*)

Heritage skilled

Background outlaw

Perception +4

Languages Common, Kasatha, Vercite, Vesk

Skills Absalom Station Lore +5, Acrobatics +5, Athletics +3, Computers +5, Deception +7, Diplomacy +7, Intimidation +7, Medicine +4, Piloting +5, Society +5, Stealth +5, Thievery +5, Underworld Lore +5



CHECK OUT THE LATEST RULES!

Hey there, players! One of the best things about *Battle for Nova Rush* is that it's a bit of a sneak preview of the new rules for *Starfinder Second Edition*! That's right—if you're playing this adventure soon after it releases on Free RPG Day, *Starfinder Player Core* hasn't even released yet! That's great! But what about the rules of the game? How do all these neat abilities work? What's a poor player to do?! Don't worry, Captain Concierge is here to help!

The pregenerated characters in this book were built using the *Starfinder Second Edition Playtest* rules, available as a completely free PDF from starfinderplaytest.com! Using the PDF, you can look up all your abilities and enjoy the adventure with the characters just as they are. The same goes for all the cool gear you can find throughout the adventure! Everything is available in the free PDF, so you can dive right in! That's the best news I've heard since... well, since I heard about Free RPG Day! Neat!

Of course, once you've got your hands on *Starfinder Player Core*, you'll probably want to play with the latest and greatest versions of these dashing iconic heroes. For updated versions of each character (plus the tough soldier Obozaya and the mysterious witchwarper Zehir), visit paizo.com/starfinder. However you play the adventure, I hope you're looking forward to more fun times with *Nova Rush*—I sure am!

Str +0, **Dex** +2, **Con** +0, **Int** +2, **Wis** +1, **Cha** +4

Items commercial hacking toolkit, commercial infiltrator's toolkit, commercial knife, commercial medpatch, commercial second skin, commercial semi-auto pistol (10 projectile ammunition), credstick (8 credits)

AC 16; **Fort** +3, **Ref** +7, **Will** +6

HP 16

Saw it Coming ↻

Watch Out! ↻

Speed 25 feet

Melee ✦ knife +5 (agile, analog, finesse, versatile S), **Damage** 1d4 piercing

Ranged ✦ knife +5 (agile, analog, finesse, thrown 10 feet, versatile S), **Damage** 1d4 piercing

Ranged ✦ semi-auto pistol +5 (analog, expend 1, mag 5, range increment 60 feet, reload 1), **Damage** 1d6 piercing

Acquire Asset ✦

Get 'Em! ✦

Other Abilities leadership perk (Incredible Initiative), leadership style (guns blazing), skilled (Diplomacy), social mastermind (Size Up, Saw it Coming)

Ancestry Feat Natural Ambition

Class Feats Acquire Asset, Watch Out!

Skill Feats Intimidating Shot

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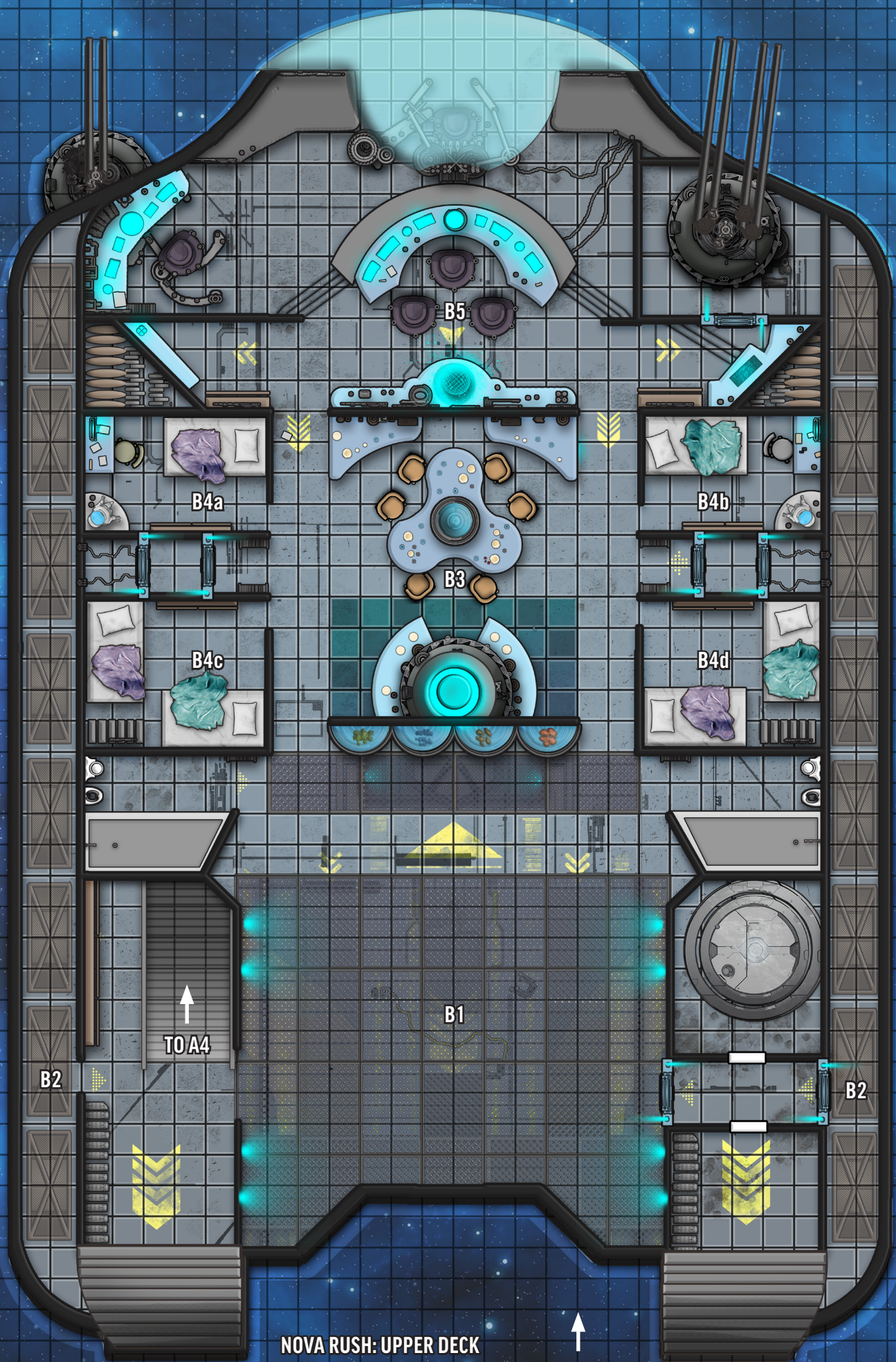
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NOVA RUSH: UPPER DECK
1 SQUARE = 5 FEET

↑
FORWARD

Launch into Second Edition!



Welcome to Free RPG Day 2025! Take the leap into Starfinder Second Edition as prisoners of a nefarious pirate captain. When the ship comes under attack by the Corpse Fleet, it's time to seize your chance to escape! Battle space pirates for control of the *Nova Rush*, befriend a chipper virtual intelligence, and escape the Corpse Fleet alive in *Battle for Nova Rush*!

This short adventure for 1st-level characters puts players in the role of four iconic Starfinder heroes: Chk Chk the mystic, Dae the solarian, Iseph the operative, and Navasi the envoy! Each character comes with complete pregenerated stats and roleplaying tips for the adventure—and they'll need to use every tool at their disposal to liberate *Nova Rush* and their new friend, Captain Concierge, from dastardly space pirates!

